# CMS HCAL Test Beam Run Control: Post-Mortem Meeting



Ichiro Suzuki

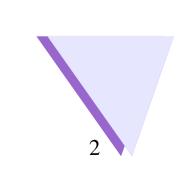
CD/CEPA/OAA

Fermi National Accelerator Laboratory

HCAL run control, 2003/09/22

### Post-Mortem Meeting

- Objective: Clarify problems in the project to improve the process of the future projects
- Outcome: List of things to do to prevent same mistakes
- Agenda
  - Introduction (5 min.)
  - Problems/Solutions, D.Charak (10 min.)
  - Problems/Solutions, I.Suzuki (15 min.)
  - Compilation of the action list
  - Meta-discussion on this meeting

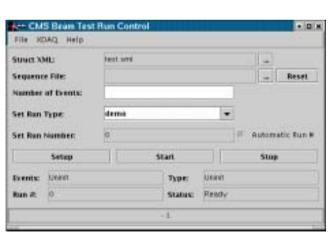


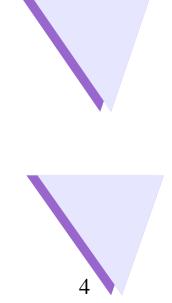
#### CMS HCAL Beam Test '03

- CMS: an LHC experiment, starting in 2007
- HCAL: Hadron CALorimeter
- Beam test '03:
  - CERN H2 beam line
  - May '03: 25ns structured beam run with HB
  - Jul-Aug '03: normal beam run with HB, HF, HE and HQ
- The DAQ system: (J. Mans, Princeton)
  - → A Linux PC reads out a VME 9U crate, 50~1k events/bunch
  - Written with XDAQ (CMS online framework/toolkit)
  - MySQL based configuration and log DB
  - Slow control PCs connected via DIM

### Run Control Development

- Started discussion at the beginning of May
- Object oriented development using Java
- Tried to learn the XP process
  - Test driven development
  - Pair programming
  - Simple design
  - Small releases
  - Continuous integration
  - Collective ownership

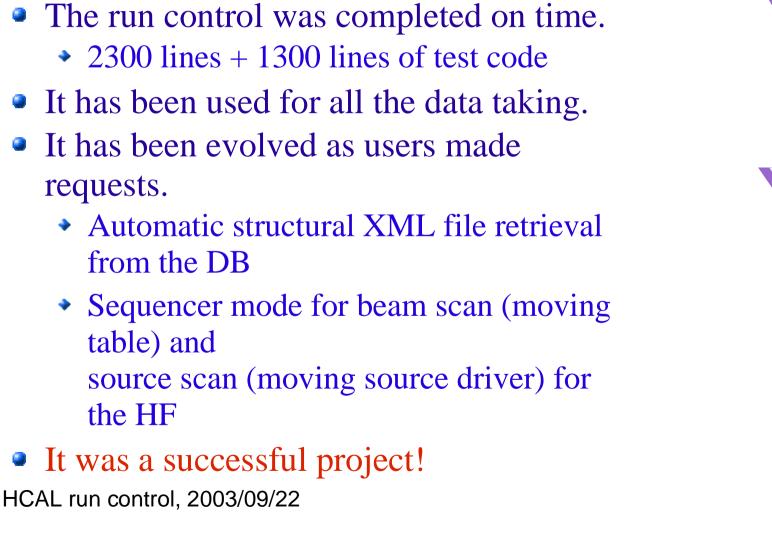


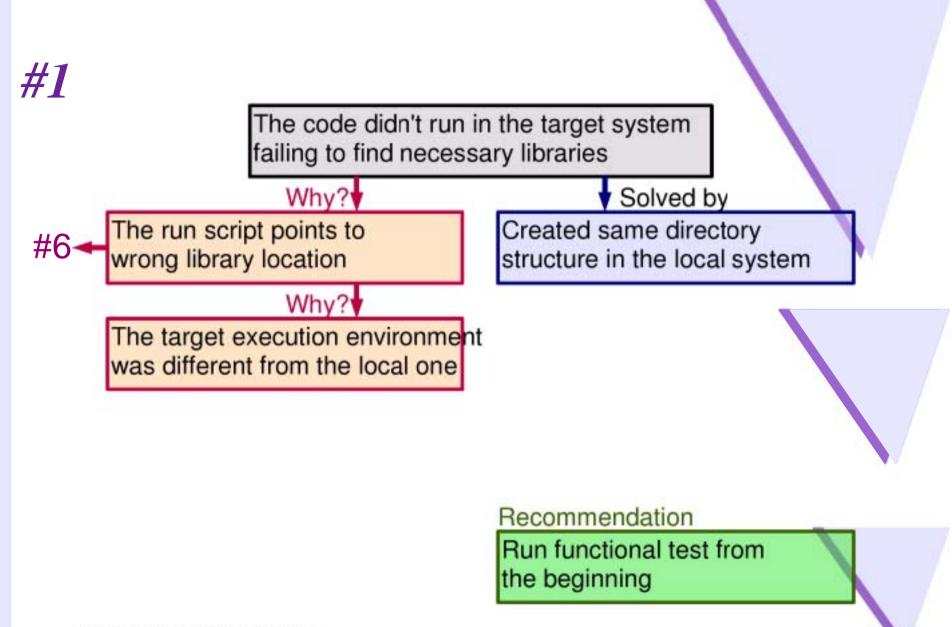


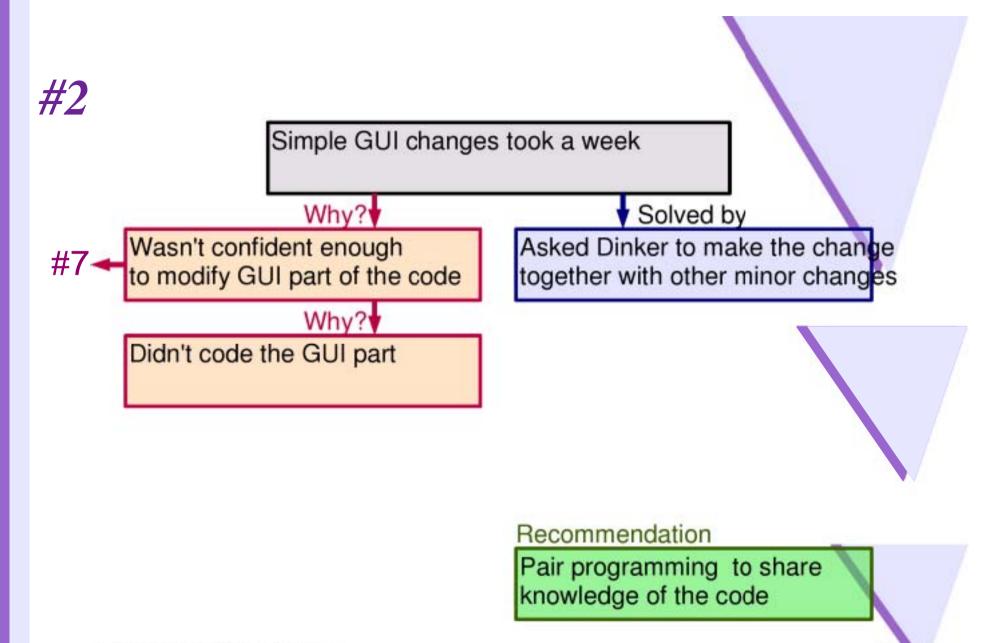
#### Status and Plan

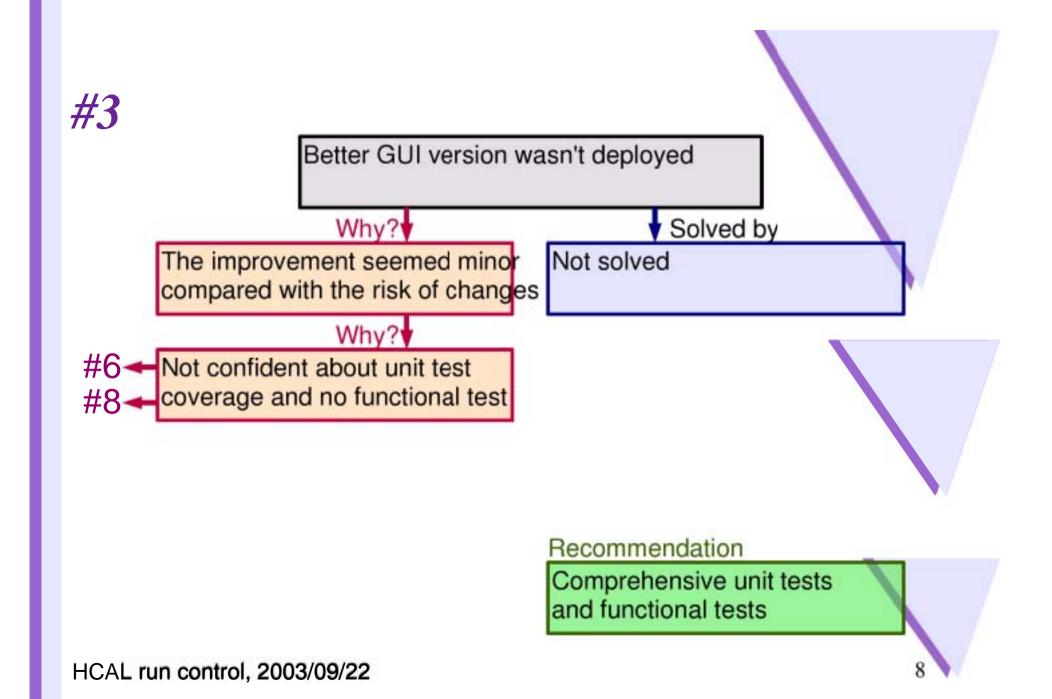
- requests.

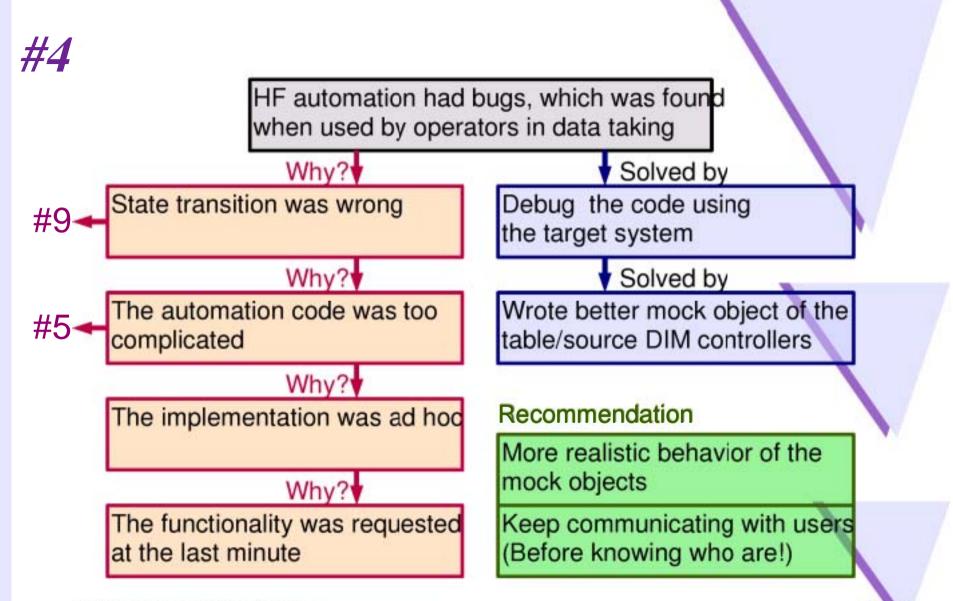
It was a successful project!

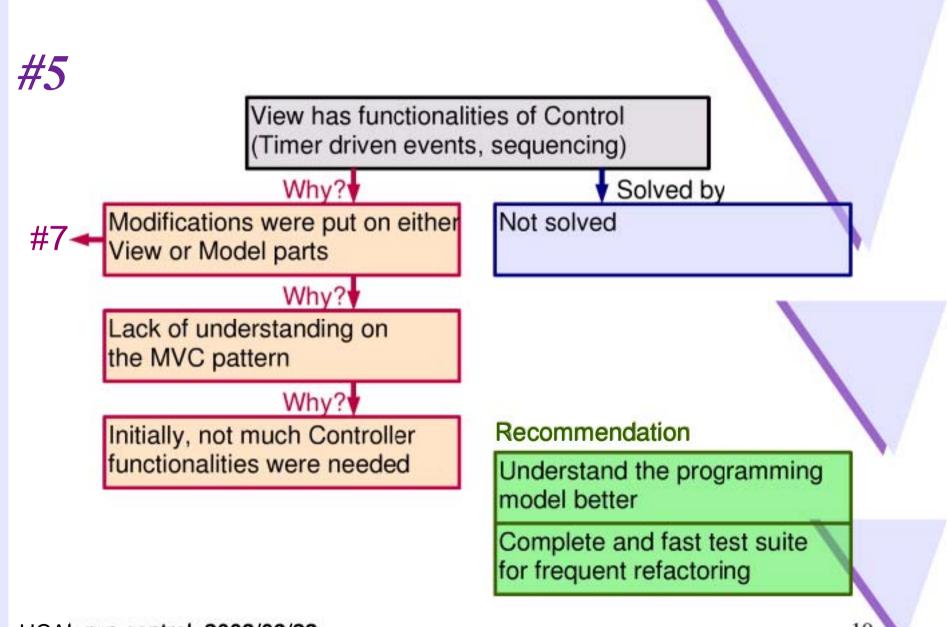


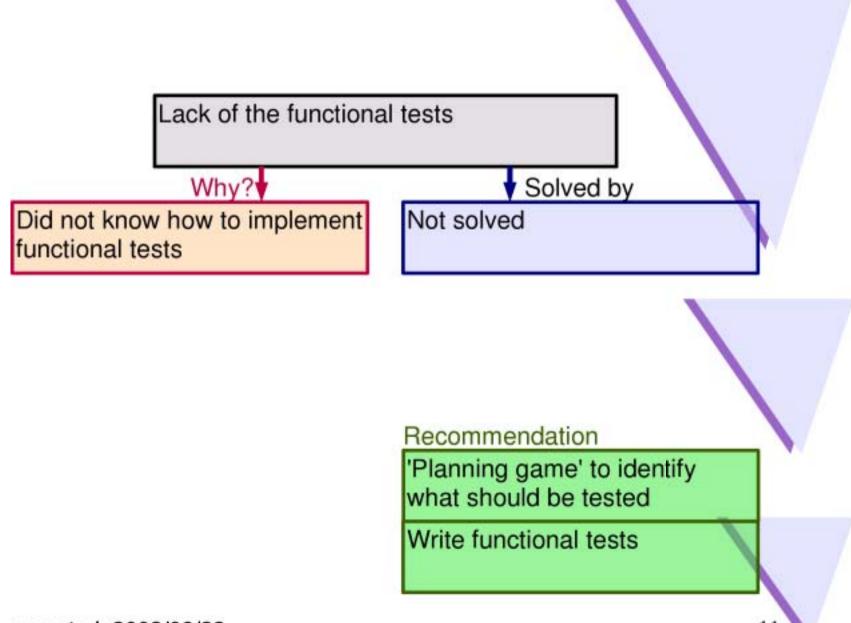


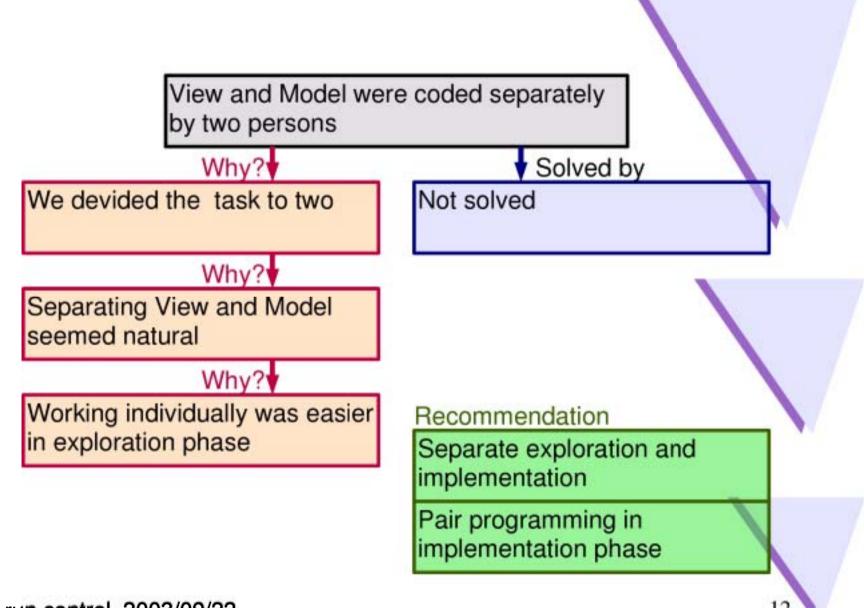


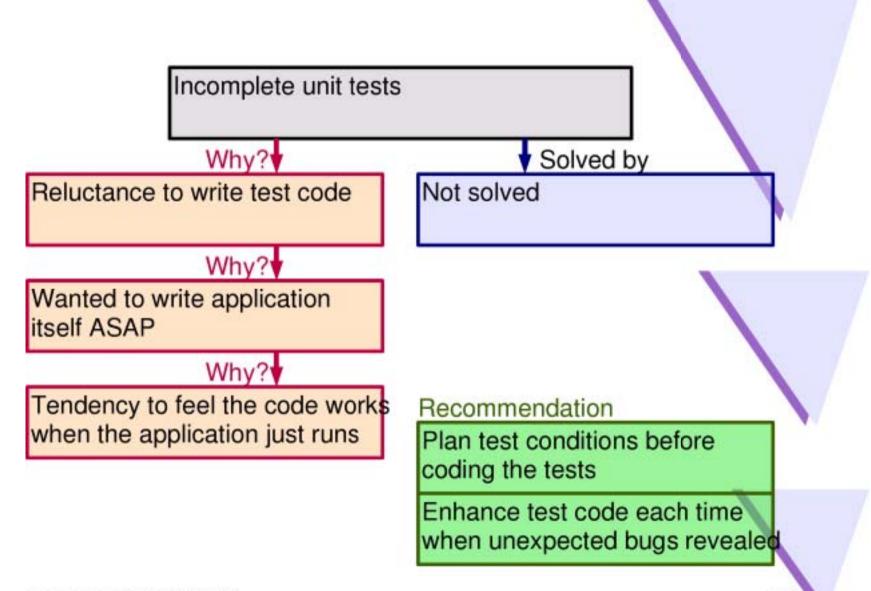


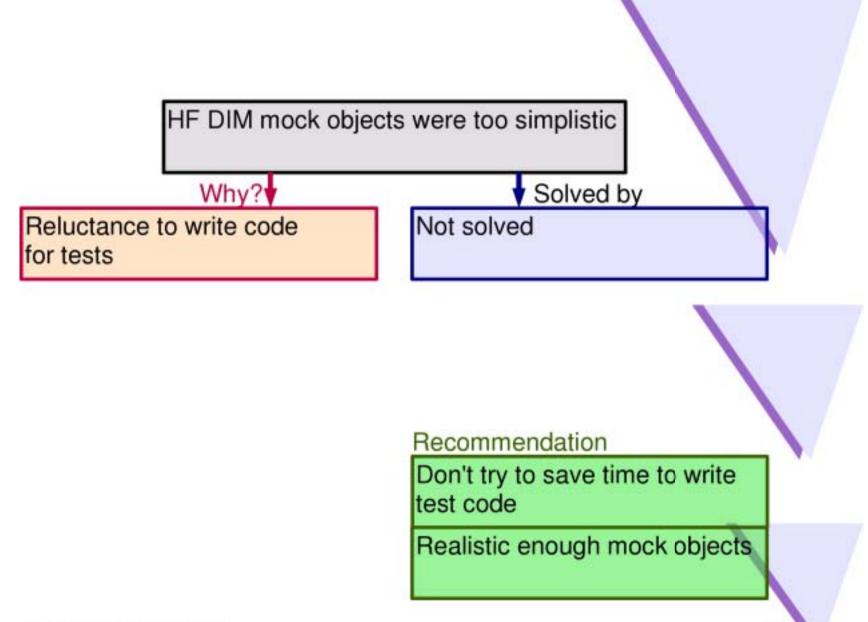












## Relations of the Problems

#1: The code didn't run in the target system

#2: Simple GUI changes took a week

#3: Better GUI version wasn't deployed

#4: HF automation had bugs

Superficial problems

#5: View has functionalities of Control

#6: Lack of the functional tests

#7: View and Model were coded separatelyby two persons

#8: Incomplete unit tests

#9: HF DIM mock objects were too simplistic

Process problems

#### List of Recommendations

- Reinforce XP practices
  - Planning game
  - Test first (functional + unit tests)
  - Pair programming
  - Refactoring
- Find out users requests by close communication
- Understand design patterns
- Put efforts on the test code
  - Environment
  - Mock objects
  - Variety of test conditions

